

**In the Claims:**

Please amend claims 1, 15, and 29 as indicated below.

1. (Currently amended) A method, comprising:

executing an instant messenger client on a computer system;

detecting a computer system activity level indicative of activity of said computer system-~~activity~~;

determining whether said activity level exceeds an activity threshold in response to said detecting; and

transitioning a presence state specific to ~~[[an]]~~ said instant messenger client to a busy state in response to determining that said activity level exceeds said activity threshold, wherein said presence state corresponds to a given user.

2. (Original) The method as recited in claim 1, further comprising:

determining whether said activity level does not exceed said activity threshold subsequent to transitioning said presence state to said busy state; and

transitioning said presence state of said instant messenger to an online state in response to determining that said level of computer system activity does not exceed said activity threshold.

3. (Original) The method as recited in claim 1, wherein said computer system activity comprises keyboard activity.

4. (Original) The method as recited in claim 1, wherein said computer system activity comprises mouse activity.

5. (Original) The method as recited in claim 1, wherein said computer system activity comprises one or more simultaneous instant messenger sessions.

6. (Original) The method as recited in claim 1, wherein said computer system activity comprises processor utilization.

7. (Original) The method as recited in claim 6, wherein said processor utilization further comprises a foreground processor utilization corresponding to activity of foreground computer system processes and a background processor utilization corresponding to activity of background computer system processes, and wherein said activity threshold further comprises a foreground process threshold corresponding to said foreground processor utilization.

8. (Original) The method as recited in claim 1, wherein said computer system activity is configurable by a user from a plurality of types of computer system activity.

9. (Original) The method as recited in claim 1, wherein said activity threshold is configurable by a user.

10. (Original) The method as recited in claim 1, wherein said activity threshold further comprises a threshold time, and wherein determining whether said level of computer system activity exceeds an activity threshold further comprises determining whether the duration of said level of computer system activity exceeds said threshold time.

11. (Original) The method as recited in claim 10, wherein said threshold time is configurable by a user.

12. (Original) The method as recited in claim 1, further comprising:

storing schedule information corresponding to a given user, wherein said schedule information is indicative of an activity status of said given user at a given time;

querying said schedule information; and

if a current presence state of said instant messenger does not correspond to said activity status indicated by said schedule information, assigning a different presence state that corresponds to said activity status in response to said querying, wherein said current presence state and said different presence state each correspond to said given user.

13. (Original) The method as recited in claim 1, further comprising:

receiving an instant messaging operation directed to a given user, wherein said given user is not offline;

determining said presence state of said instant messenger in response to receiving said instant messaging operation; and

selectively processing said instant messaging operation dependent upon said presence state in response to said determining.

14. (Original) The method as recited in claim 1, further comprising:

storing an instant messaging operation associated with a given presence state of said instant messenger, wherein said given presence state corresponds to a given user;

detecting a transition to said given presence state subsequent to said storing; and  
performing said instant messaging operation in response to said detecting.

15. (Currently amended) A computer-accessible storage medium, ~~comprising~~  
storing program instructions, wherein the program instructions are computer-executable  
to:

implement an instant messenger client executable on a computer system;

detect a computer system activity level indicative of activity of said computer  
system-activity;

determine whether said activity level exceeds an activity threshold in response to  
said detection; and

transition a presence state specific to [[an]] said instant messenger client to a busy  
state in response to said determination that said activity level exceeds said  
activity threshold, wherein said presence state corresponds to a given user.

16. (Previously presented) The computer-accessible storage medium as recited  
in claim 15, wherein said program instructions are further computer-executable to:

determine whether said activity level does not exceed said activity threshold  
subsequent to transitioning said presence state to said busy state; and

transition said presence state of said instant messenger to an online state in  
response to determining that said level of computer system activity does  
not exceed said activity threshold.

17. (Previously presented) The computer-accessible storage medium as recited

in claim 15, wherein said computer system activity comprises keyboard activity.

18. (Previously presented) The computer-accessible storage medium as recited in claim 15, wherein said computer system activity comprises mouse activity.

19. (Previously presented) The computer-accessible storage medium as recited in claim 15, wherein said computer system activity comprises one or more simultaneous instant messenger sessions.

20. (Previously presented) The computer-accessible storage medium as recited in claim 15, wherein said computer system activity comprises processor utilization.

21. (Previously presented) The computer-accessible storage medium as recited in claim 20, wherein said processor utilization further comprises a foreground processor utilization corresponding to activity of foreground computer system processes and a background processor utilization corresponding to activity of background computer system processes, and wherein said activity threshold further comprises a foreground process threshold corresponding to said foreground processor utilization.

22. (Previously presented) The computer-accessible storage medium as recited in claim 15, wherein said computer system activity is configurable by a user from a plurality of types of computer system activity.

23. (Previously presented) The computer-accessible storage medium as recited in claim 15, wherein said activity threshold is configurable by a user.

24. (Previously presented) The computer-accessible storage medium as recited in claim 15, wherein said activity threshold further comprises a threshold time, and wherein determining whether said level of computer system activity exceeds an activity threshold further comprises determining whether the duration of said level of computer system activity exceeds said threshold time.

25. (Previously presented) The computer-accessible storage medium as recited in claim 24, wherein said threshold time is configurable by a user.

26. (Previously presented) The computer-accessible storage medium as recited in claim 15, wherein said program instructions are further computer-executable to:

store schedule information corresponding to a given user, wherein said schedule information is indicative of an activity status of said given user at a given time;

query said schedule information; and

if a current presence state of said instant messenger does not correspond to said activity status indicated by said schedule information, assign a different presence state that corresponds to said activity status in response to said querying, wherein said current presence state and said different presence state each correspond to said given user.

27. (Previously presented) The computer-accessible storage medium as recited in claim 15, wherein said program instructions are further computer-executable to:

receive an instant messaging operation directed to a given user, wherein said given user is not offline;

determine said presence state of said instant messenger in response to receiving said instant messaging operation; and

selectively process said instant messaging operation dependent upon said presence state in response to said determining.

28. (Previously presented) The computer-accessible storage medium as recited in claim 15, wherein said program instructions are further computer-executable to:

store an instant messaging operation associated with a given presence state of said instant messenger, wherein said given presence state corresponds to a given user;

detect a transition to said given presence state subsequent to said storing; and

perform said instant messaging operation in response to said detecting.

29. (Currently amended) A system, comprising:

a computer system; and

an instant messenger client software module configured to execute on said computer system;

wherein said instant messenger software module is further configured to:

detect a computer system activity level indicative of activity of said computer system-~~activity~~;

determine whether said activity level exceeds an activity threshold in response to said detection; and

transition a presence state specific to said instant messenger client software module to a busy state in response to said determination that said activity level exceeds said activity threshold, wherein said presence state corresponds to a given user.

30. (Original) The system as recited in claim 29, wherein said instant messenger software module is further configured to:

determine whether said activity level does not exceed said activity threshold subsequent to transitioning said presence state to said busy state; and

transition said presence state of said instant messenger software module to an online state in response to determining that said level of computer system activity does not exceed said activity threshold.

31. (Original) The system as recited in claim 29, wherein said computer system activity comprises keyboard activity.

32. (Original) The system as recited in claim 29, wherein said computer system activity comprises mouse activity.

33. (Original) The system as recited in claim 29, wherein said computer system activity comprises one or more simultaneous instant messenger sessions.

34. (Original) The system as recited in claim 29, wherein said computer system activity comprises processor utilization.

35. (Original) The system as recited in claim 34, wherein said processor utilization further comprises a foreground processor utilization corresponding to activity of foreground computer system processes and a background processor utilization corresponding to activity of background computer system processes, and wherein said activity threshold further comprises a foreground process threshold corresponding to said foreground processor utilization.

36. (Original) The system as recited in claim 29, wherein said computer system activity is configurable by a user from a plurality of types of computer system activity.



37. (Original) The system as recited in claim 29, wherein said activity threshold is configurable by a user.

38. (Original) The system as recited in claim 29, wherein said activity threshold further comprises a threshold time, and wherein determining whether said level of computer system activity exceeds an activity threshold further comprises determining whether the duration of said level of computer system activity exceeds said threshold time.

39. (Original) The system as recited in claim 38, wherein said threshold time is configurable by a user.

40. (Original) The system as recited in claim 29, wherein said instant messenger software module is further configured to:

store schedule information corresponding to a given user, wherein said schedule information is indicative of an activity status of said given user at a given time;

query said schedule information; and

if a current presence state of said instant messenger software module does not correspond to said activity status indicated by said schedule information, assign a different presence state that corresponds to said activity status in response to said querying, wherein said current presence state and said different presence state each correspond to said given user.

41. (Original) The system as recited in claim 29, wherein said instant messenger software module is further configured to:

receive an instant messaging operation directed to a given user, wherein said given user is not offline;

determine said presence state of said instant messenger software module in response to receiving said instant messaging operation; and

selectively process said instant messaging operation dependent upon said presence state in response to said determining.

42. (Original) The system as recited in claim 29, wherein said instant messenger software module is further configured to:

store an instant messaging operation associated with a given presence state of said instant messenger software module, wherein said given presence state corresponds to a given user;

detect a transition to said given presence state subsequent to said storing; and

perform said instant messaging operation in response to said detecting.